

CLAIMS

1. A recording medium storing a program for causing a character object displayed on a screen to perform a predetermined action with output from an operating device having a plurality of operating portions, said program comprising:

detecting the output from a particular one of the plurality of operating portions; and

in the event the character object encounters an obstacle object on the screen, the obstacle object is automatically overcome according to the output from the particular one of the plurality of operating portions.

2. A recording medium according to claim 1, wherein said program further comprises detecting a current state of the character object, the obstacle overcoming step including executing an obstacle overcoming action corresponding to the current state of the character object.

3. A recording medium according to claim 2, wherein the obstacle overcoming action is saved as attribute data correlated with the obstacle object, and the obstacle overcoming action corresponding to the current state of the character object is predetermined in the attribute data.

4. A recording medium according to claim 2, wherein the current state of the character object is the current speed of movement of the character object.

5. A recording medium according to claim 4,

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wherein, in the event the character object can mount and pass over the obstacle object, the obstacle overcoming action is a jumping-over action when the current speed of movement of the character object is relatively fast, and the obstacle overcoming action is a scaling action when the current speed of movement of the character object is relatively slow.

6. A program executing system, comprising:

a program executing device for reading and executing a program stored in a recording medium;

an operating device connected to said program executing device and having a plurality of operating portions for outputting an operating request by an operator to said program executing device; and

a display device having a screen for displaying an image output from said program executing device;

wherein said program executing device includes:

a storing unit storing said program read from said recording medium for causing a character object displayed on said screen of said display device to perform a predetermined action with output from said operating device, said program including automatically overcoming an obstacle object encountered by said character object on said screen by operating a particular one of said plurality of operating portions; and

an executing unit for reading and executing

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said program stored in said storing unit.

7. A program executing device which is connectable to an operating device having a plurality of operating portions for outputting an operating request by an operator, and a display device having a screen for displaying an image, said program executing device comprising:

a storing unit storing a program for causing a character object displayed on the screen of the display device to perform a predetermined action with output from the operating device, said program including automatically overcoming an obstacle object encountered by said character object on the screen by operating a particular one of the plurality of operating portions; and

an executing unit for reading and executing said program stored in said storing unit.

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